Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 9084 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** TYPE SMALL ENTITY (Column 1) (Column 2) OR **TOTAL CLAIMS** FEE FEE RATE RATE 770.00 **BASIC FEE** 385.00 BASIC FEE NUMBER EXTRA FOR NUMBER FILED OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL OTHER THAN **CLAIMS AS AMENDED - PART II SMALL ENTITY SMALL ENTITY** OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-4 REMAINING NUMBER **PRESENT TIONAL** RATE TIONAL RATE **PREVIOUSLY EXTRA** AMENDMENT **AFTER** FEE FEE PAID FOR AMENDMENT X\$18= X\$ 9= Minus Total OR Minus Independent *** X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-NUMBER **PRESENT** $\mathbf{\omega}$ REMAINING TIONAL TIONAL RATE RATE **PREVIOUSLY AFTER EXTRA AMENDMENT** FEE FEE **AMENDMENT** PAID FOR Total Minus X\$ 9= X\$18= OR Minus Independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY AMENDMENT AFTER EXTRA AMENDMENT** PAID FOR FEE **FEE** Minus **Total** X\$18= X\$ 9= OR Minus Independent X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.